

FASA
CORPORATION



1986 SPRING CATALOG

\$1.00

SECOND EDITION

1604

BATTLETECH™

A GAME OF ARMORED COMBAT



BATTLETECH

A Dark Age has befallen mankind. Where once the United Star League reigned, five Successor States now battle for control. Wars among them have ravaged the once-flourishing worlds and left them in ruins. The advancement of technology has not only ceased, but the machines and equipment of the past cannot be produced by present-day worlds. Now, the Succession Wars are fought over water, ancient machines, and spare-parts factories.

The battlefields of the Succession Wars are dominated by the most awesome war-machines in man's history, the **BattleMechs**. These huge man-shaped vehicles are faster, more mobile, better armored, and more destructive than a battalion of 20th-Century tanks. Now, you can control the **BattleMechs** in this exciting game of warfare in the 30th-century Successor States.

Each game includes:

- 48 full-color 1¼" x 2" counters showing the front and back of 14 different types of 'Mechs
- 2 22" x 17" full-color terrain mapsheets
- 4 sheets of full-color playing markers
- 1 48-page rulebook containing Basic, Advanced, Expert, and Optional rules, plus record-keeping sheets.
- 2 six-sided dice

Stock# 1604

ISBN# 0-931787-64-5

AeroTech

AeroTech simulates the space combat fought before and during a BattleMech drop on a hostile planet. DropShips and their fighter escorts must travel close to the target planet to safely drop their cargos of fighting 'Mechs. Planetary defense fighters try to stop them by fighting the DropShips, fighters, and even 'Mechs on their way to the planetary surface. Use of tricky orbits helps conserve fuel and adds velocity to ships fighting in a planet's gravity well.

The game comes with a full-color 22 x 34 inch mapsheet, playing pieces for DropShips, fighters, and 'Mechs, the rulebook which also includes guidelines for constructing new fighters, and two dice.

Stock# 1609

ISBN# 0-931787-61-0

CityTech

CityTech contains all the rules necessary to play Expert BattleTech, as well as the extensive rules necessary to fight in a city. Buildings, armored vehicles, and infantry have been added to expand the scope of combat in the Succession Wars. Detailed generation rules for vehicles (tracked, wheeled, and hover) and infantry units of all types are also included.

This boxed game includes the 48-page rulebook, two 22 x 17 inch city mapsheets, 2 dice, 'Mech, vehicle, and infantry playing pieces with plastic stands, several sheets of three-dimensional cut-out buildings and 2 dice.

Stock# 1608

ISBN# 0-931787-59-9



MechWarrior

The BATTLETECH Role Playing Game

This BattleTech rules supplement provides the rules to role-play MechWarriors. Detailed rules show exactly what technology has been lost by the Successor States and what kind of equipment is still being built. Character generation, personal combat rules, equipment lists, and additional BattleTech history fill out this supplement. Also included are color illustrations of the uniforms and equipment used by the more prominent personalities and Houses.

Stock# 1607

ISBN# 0-931787-58-0

Tales of the Black Widow

This supplement is packed with descriptions of the exploits of one of **BattleTech's** most elite fighting companies, The Black Widow Company of Wolf's Dragoons. Selling their services to the highest bidder, this mercenary unit is well-known throughout the Successor States. Included is a history of the Black Widow company and its commander, Natasha Kerensky, details about the units that make up the company and the MechWarriors who do the fighting, plus 15 scenarios of actual engagements fought by the Black Widows.

Stock# 1605

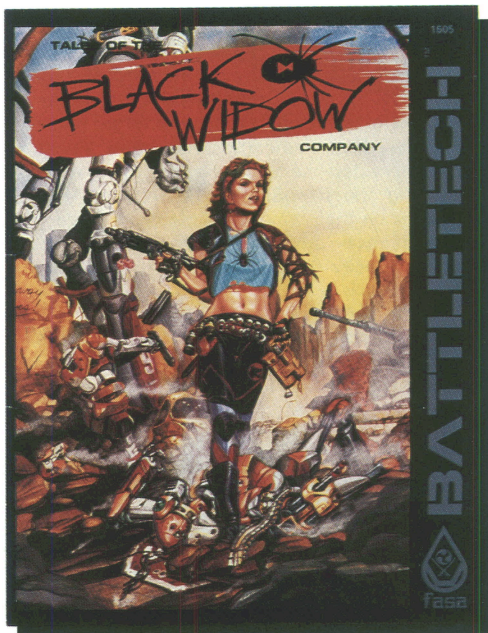
ISBN# 0-931787-65-3

BattleForce

BattleForce is the BattleTech game of mass combat. Units from lances to regiments fight the battles of the Successor States. The game includes the rulebook, mapsheets, counters, and dice. In addition to the game rules, the rulebook also details the orders of battle of the various factions fielding armies in the Succession Wars.

Stock# 1611

ISBN# 0-931787-62-9



BattleTech Map Set

This map set comes with two each of three different map sheets to expand the field of combat for **BattleTech** or **CityFight**. The different terrains featured include a river valley, a desert, and an industrial complex.

Stock# 1610

ISBN# 0-931787-57-2

The Succession Wars

Play the leader of one of the ruling Houses of the Successor States in this game of politics, combat, and economics. Mixing elements of such classic games as Diplomacy, Risk, Monopoly, and Axis & Allies, this game ends when one player has it all. Components include the map, counters, event cards, money, dice, and the rulebook.

Stock# 1612

ISBN# 0-931787-72-6

The Fox's Teeth

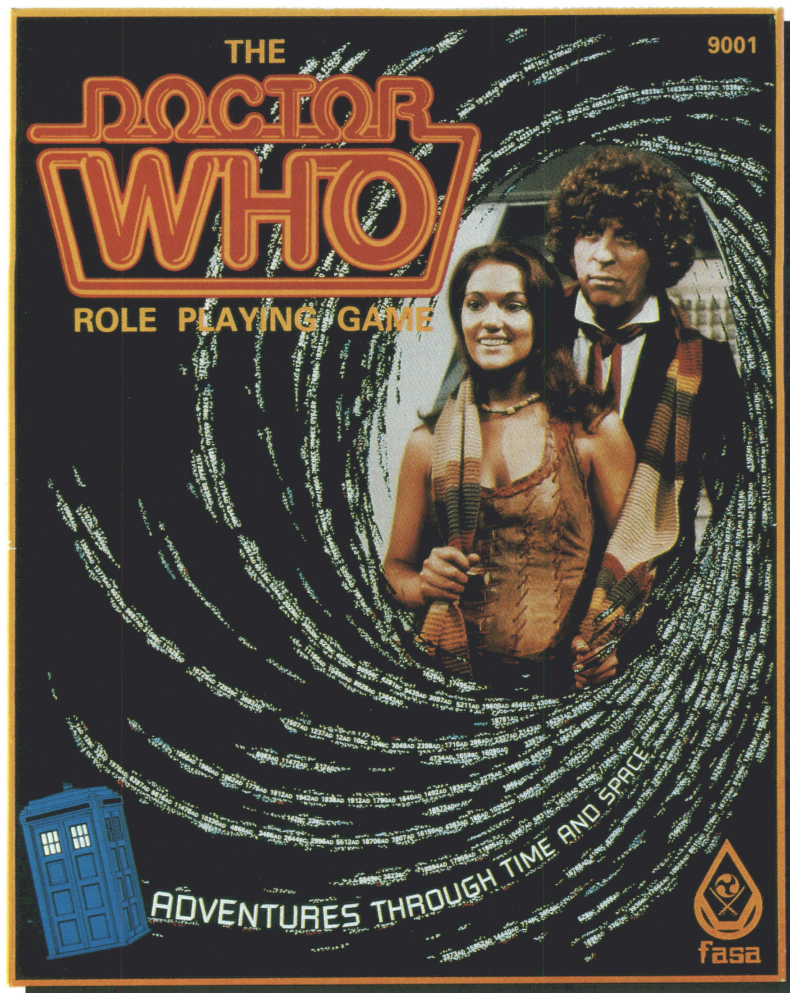
The mercenary regiment McKinnon's Raiders was nicknamed The Fox's Teeth for their long and successful history in carrying out the policies of Hanse "the Fox" Davion. Now considered a house unit of the House of Davion, the most powerful of the Successor States, McKinnon's Raiders has a remarkable history of loyalty under the most trying of circumstances.

This scenario set details the history of McKinnon's Raiders, profiles the statistics and condition of the lead company of the Raiders, and includes 15 scenarios pitting the Raiders against the wide variety of opponents they have fought throughout their colorful past.

Stock# 1606

ISBN# 0-931787-66-1





DOCTOR WHO

Your Tardis has just materialized on the lawn of the White House in the year 1945. The stars and stripes are nowhere to be seen. Flying in their place are red flags emblazoned with a peculiar crooked cross. Descending the ramp of the White House are 5 Daleks and a short man dressed in a brown shirt with a red armband bearing the same crooked cross symbol. Suddenly, you realize what has happened here.

Only in the world of **Doctor Who** could such an adventure take place. Now FASA takes you to this world of excitement and wonder with the Doctor Who Role-Playing Game. Each game includes:

The Players Manual

This easy-to-read, 48-page book explains how to create your own Time Lord character and Companions. Also included are sections on how to play your characters and develop the characters.

A Sourcebook for Field Agents

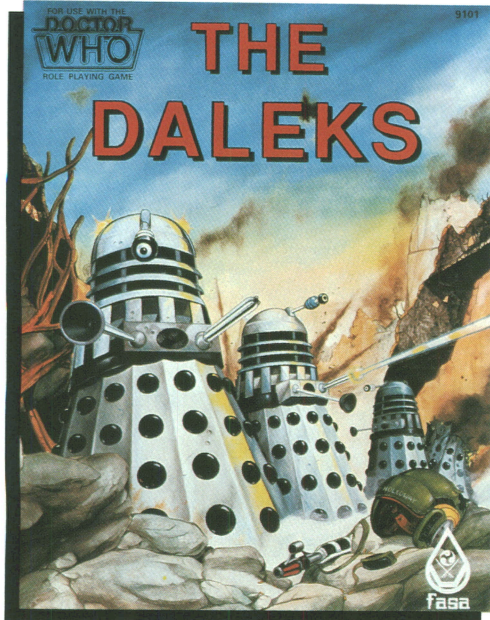
This 64-page book contains the **Doctor Who** time lines and history as set forth in the TV series. Descriptions of the major races, equipment, TARDIS operation, time travel, and the six Doctors and his Companions are included.

Game Operations Manual

This 80-page book has all the information required to run the game and create the monsters and aliens to be encountered. A detailed section on how to create adventures for the Time Lords and their Companions is also provided.

Stock# 9001

ISBN# 0-931787-90-4



EXPANSION SUPPLEMENTS

The Daleks

This two-book set contains a 24-page summary of what the Time Lord Celestial Intervention Agency knows about its foes, the mechanical Daleks. Excerpts from various essays written by famous and infamous Time Lords are included.

The second book, for use by gamemasters only, contains the truth about the Daleks, their methods of operation, history, and goals.

This supplement is an invaluable aid for playing some of Gallifrey's most hated enemies.

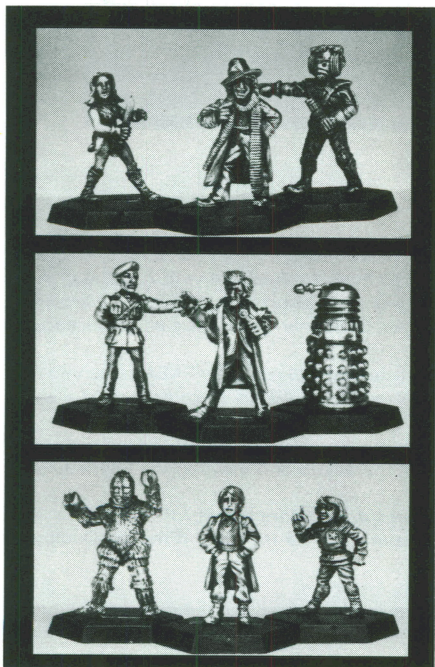
Stock# 9101

ISBN# 0-931787-93-9



Doctor Who Miniatures

Add three-dimensional reality to DOCTOR WHO gaming sessions with FASA's new line of finely-sculpted and detailed 25mm miniatures. A wide assortment of figures ranging from all 6 Doctors, his Companions, foes, and assorted generic figures will be available. Each set will include two or three figures apiece. See the order form for details.



The Master

This supplement provides a complete portrait of the Doctor's arch-nemesis, The Master. Included in the gamemaster's section are the time lines of The Master's activities, his long-range goals, his hideouts, and his sometime allies and Companions. An 8-page pullout section gives the players all the information known to the CIA about the elusive renegade Time Lord who calls himself The Master.

Stock# 9102

ISBN# 0-931787-94-7

The Cybermen/The Sontarans

The Cybermen and Sontarans supplements detail these Time Lord foes in the same manner as The Daleks. Each comes as a two-book set, with one book containing a summary of knowledge and opinions of various CIA operatives and the second book written for the gamemaster. Each supplement is an invaluable aid in playing and encountering or just learning about these creatures who believe the universe was created just for them.

The Cybermen

Stock# 9103

ISBN# 0-931787-73-4

The Sontarans

Stock# 9104

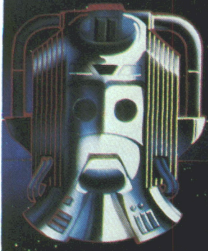
ISBN# 0-931787-74-2

*All figures on this page
are shown at one-half actual size.*

COUNTDOWN

FOR USE WITH THE
DOCTOR WHO
ROLE PLAYING GAME

9203



The sudden appearance of a dangerous gravity bubble causes the TARDIS to dematerialize aboard a ship of the Earth Empire on an emergency mission to deliver vital serum to a plague-ridden world. Before the adventure is over, The Doctor and his Companions must contend not only with the death-dealing gravity bubble, but with the ship's paranoid computer, space pirates, and an attack by androids as well. This adventure contains the deck plans of the courier ship and extensive notes to help the beginning gamemaster run a role-playing adventure scenario.



Doctor Who is a trademark of the BBC. © 1993 by the BBC. All rights reserved.



To add to the excitement of your games, **Doctor Who** adventure modules are now available. These scenarios will send your Time Lords and Companions through time and space trying to solve the mysteries and puzzles of the universe. Each adventure module contains all the maps, plans, and non-player characters needed to begin play.

The Ilytean Menace

The Time Lord Rollo and his Companions travel back to Victorian London to investigate the mysterious appearance of energy weapons in the possession of a retired colonel.

This adventure includes maps of 1885 central London, complete listings of the player characters and major non-player characters, plus hints on how to run further adventures in this era.

Stock# 9201

ISBN# 0-931787-91-2

The Lords of Destiny

An emergency TARDIS dematerialization caused by a planet-sized ship moving at light-speed begins this adventure. Should the Time Lord known as the Professor and his Companions interfere with this computer-run world? Do the people need help? Do they want to be helped? These and other crucial questions will be answered in unraveling the Destiny of Ydar.

Stock# 9202

ISBN# 0-931787-92-0

Countdown

The sudden appearance of a dangerous gravity bubble causes the TARDIS to dematerialize aboard a ship of the Earth Empire on an emergency mission to deliver vital serum to a plague-ridden world. Before the adventure is over, The Doctor and his Companions must contend not only with the death-dealing gravity bubble, but with the ship's paranoid computer, space pirates, and an attack by androids as well.

This adventure contains the deck plans of the courier ship and extensive notes to help the beginning gamemaster run a role-playing adventure scenario.

Stock# 9203

ISBN# 0-931787-95-5

The Hartlewick Horror

A Time Lord and his companions are sent on a mission to Temporal Nexus Point *Earth* in the year 1923 to investigate the presence of a large energy field operating on the wavelength of the human brain. The initial investigation leads to the Druidic archeological excavation of Lord Denbigh and Baron von Mueller, and to the mystery surrounding these two men and their work. Who knows what will happen next?

Stock# 9204

ISBN# 0-931787-75-0

Legions of Death

The year is 43 AD and the place is Britain. History says that in this year the Romans invaded Britain with four legions, quickly imposing the Roman way of life on the warring tribes they found there. Having somehow discovered that the invasion is faltering, the CIA has sent a team back to investigate.

Stock# 9205

ISBN# 0-931787-26-2

BASIC GAME

2004

STAR TREK®

THE ROLE PLAYING GAME



SECOND EDITION

STAR TREK: The Role Playing Game (Basic Set)

Now you can join the *USS Enterprise* in **STAR TREK: The Role Playing Game**, each player assumes the identity of a character in the **STAR TREK** universe. While controlling the actions of his character, the player leads him through one adventure after another, facing new challenges and unknown dangers. Each game is an ever-changing story as players solve near-impossible puzzles, complete dangerous missions, or simply battle to survive.

The game may be played by 3 or more people, ages 12 to adult. Included are the following:
Star Fleet Officer's Manual

This 40-page book contains information on how to play the game. With it, you can create and train your own Star Fleet Officer as well as direct his actions in ground-based adventures. Included are an introduction and a glossary for players new to role-playing games.

Cadet's Orientation Sourcebook

This 80-page book contains information about the **STAR TREK** universe. It includes illustrated sections on the races and governments in the known universe, as well as photo-illustrated sections on the organization and equipment of Star Fleet. For players new to **STAR TREK**, there is a time line of events and a glossary of **STAR TREK** terms.

Game Operations Manual

This 48-page book contains all the information necessary for designing and running games. It has sections on designing adventures and presenting them to players. There are sections on judging character generation and actions planetside and in space.

Stock# 2004

ISBN# 0-931787-04-1

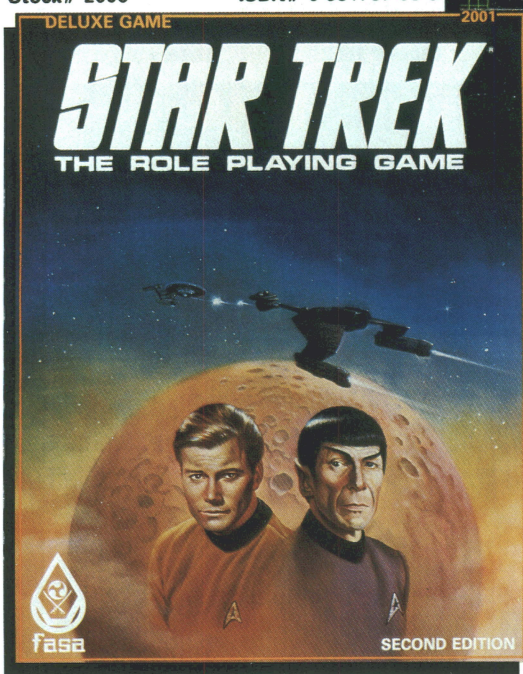
STAR TREK III Starship Combat Role Playing Game

Take command of a starship and outmaneuver the enemies of your race to gain the victory. Hide in asteroid fields, lay a trap with deadly gravitic mines, or battle for planets in this fast-paced, exciting game. This easy-to-learn combat role playing game includes 78 colorful playing pieces, a large 22" x 33" starfield map, rulebook, record-keeping panels and counters, and a 20-sided die. Four games in one, for two or more players ages 12 and up.

The 64-page rulebook includes the rules, scenarios, and ship data for Basic, Advanced, and Expert Starship Tactics and for the Command & Control versions of the game.

Stock# 2006

ISBN# 0-931787-06-8

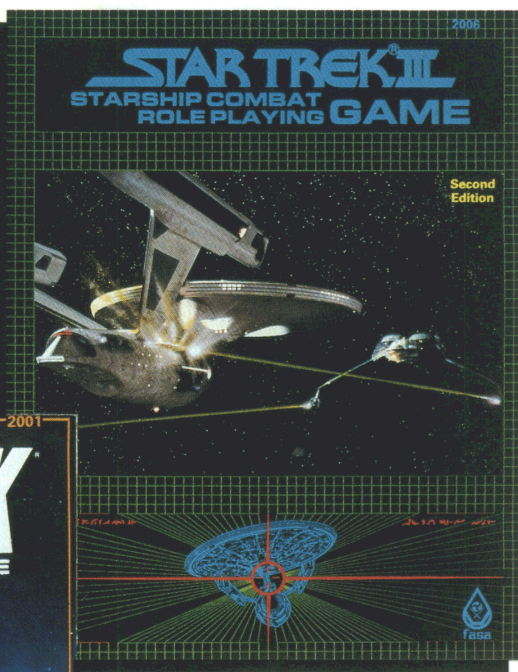


STAR TREK: The Role Playing Game (Deluxe Edition)

This is the game that started the *STAR TREK* gaming line, and contains all you need to play in the *STAR TREK* universe. For role-playing planetside adventures, there is the Basic game set which includes: *The Cadets Orientation Sourcebook*, the *Game Operations Manual*, and *Star Fleet Officer's Manual*. For starship combat, ranging from ship-to-ship encounters to fleet actions, there is the complete *Starship Combat Role Playing Game*, including the 64-page rulebook, 78 full-color counters, 22" x 33" starfield map, record keeping sheets and counters, and the appropriate dice. So, if you're ready to jump into the future at warp speed, the Deluxe Set is for you.

Stock# 2001

ISBN# 0-931787-01-7



SHIP RECOGNITION MANUALS

The Ship Recognition Manuals contain all the game statistics for starships of the various races of *STAR TREK*. Each book displays 40 different ships and their variants, making over 85 ships per book. Each ship is accompanied by a three-view drawing and a short description outlining its history and performance characteristics.

The Klingons

This edition contains information on the famous D-7 Battlecruiser and 5 of its variants, plus 39 other ships.

Stock# 2301

ISBN# 0-931787-41-6

The Federation

This is the most complete source for information on Federation starships. Included are the *Enterprise*, *Reliant*, *Constitution*, and *Excelsior* Class Ships.

Stock# 2302

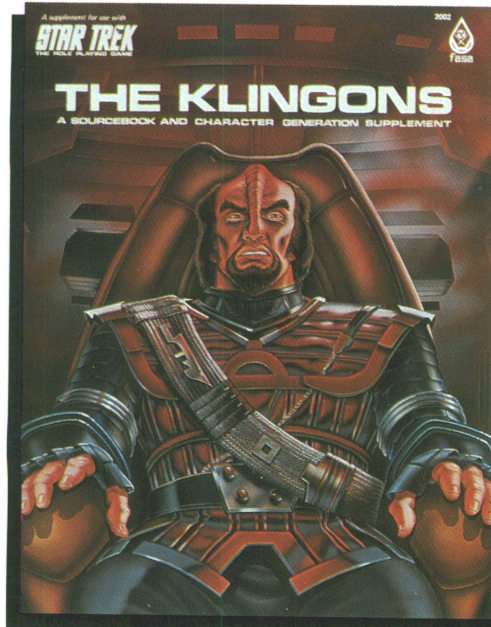
ISBN# 0-931787-42-4

The Romulans

This is a detailed study of Romulan ships over the past 40 years. After secret declassification, ships never before seen by Federation personnel are all revealed.

Stock# 2303

ISBN# 0-931787-43-2



The Klingons (2nd Edition)

More than a supplement, this set provides not only a complete creation system for Klingon player characters, but complete technological, cultural, and physiological background of Klingons and their society. Klingons are among the most fascinating of *STAR TREK*'s villains. Now, they make fascinating player characters as well!

Even if you don't play Klingon characters, you'll want this material for your Star Fleet-based campaigning. *STAR TREK* enthusiasts will welcome access to these never-before-revealed secrets of the Klingon Empire!

The two-book set provides both a player book and a gamemaster book, with the information appropriately divided. While the Federation knows more about the Klingons than any other race, they still do not know everything.

Stock# 2002

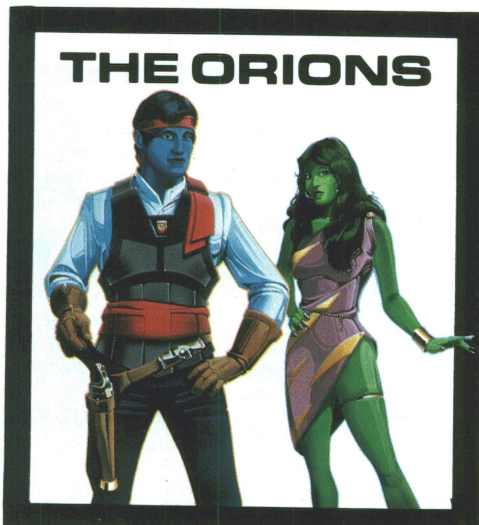
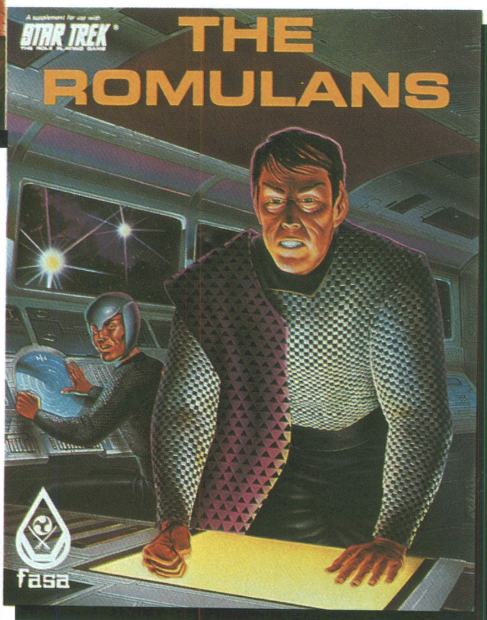
ISBN# 0-931787-02-5

The Romulans

This rules expansion for *STAR TREK: The Role Playing Game* provides fascinating facts about the Romulans, their personality, history, and religion. These books include descriptions of the Romulan Star Empire, the Imperial Navy, starships, weapons and equipment, organization, and combat tactics. The two-book set includes a 32-page *Player's Intelligence Manual* detailing Star Fleet beliefs about the Romulans, and a 48-page *Gamemaster's Manual* that tells the truth about the Romulans.

Stock# 2005

ISBN# 0-931787-05-X



The Orions

The Orions hold a unique place in the *STAR TREK* Universe. Their planets sit between the Federation and Klingon Empire, they tend to ignore political boundaries, they tend to do anything if it will lead to profit. There is no central Orion authority, and so families and clans do pretty much what they want. Slavery is still common in Orion society.

This two-book set includes *The Book of Common Knowledge* for players and *The Book of Deep Knowledge* for gamemasters. The *Book of Common Knowledge* details the facts as any but true Orions would know them. The *Book of Deep Knowledge* provides the true facts concerning all aspects of Orion life, society, politics, and economics.

Stock# 2008

ISBN# 0-931787-08-4

STAR TREK III Sourcebook Update

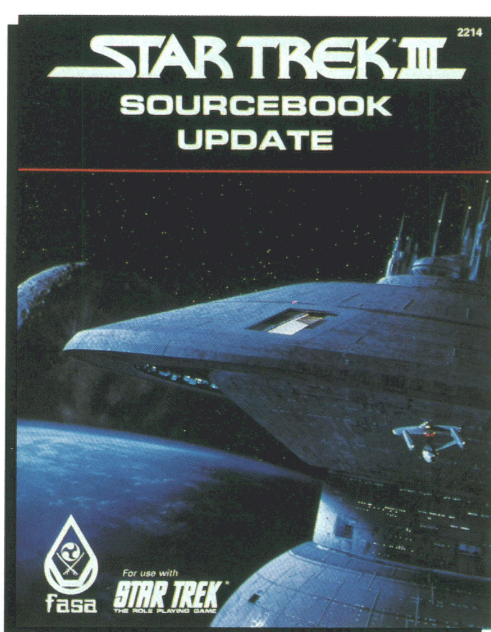
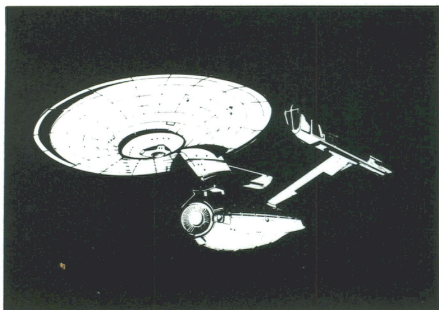
Bring your **STAR TREK** role playing universe up to date with the official **Star Trek III Sourcebook Update**.

This supplement contains a complete time line from the beginning of Earth's space history to the time of **STAR TREK III**. Also included are detailed sections on the changes made since the time of the TV series in the governments of the Klingons, Romulans, Gorn, and Orions. Sections on the UFP and Star Fleet Command, complete with photographs and illustrations, give the latest information on uniforms, insignia, equipment, sidearms, and shipboard systems. A starship recognition file gives pictures and data for the *Enterprise*, the *Bird Of Prey*, and the other starships. The personnel file provides updated statistics on your favorite characters from the movies.

In addition to all this, a complete adventure, *Lost And Presumed Dead*, is included so you can use all the new information.

Stock# 2214

ISBN# 0-931787-24-6



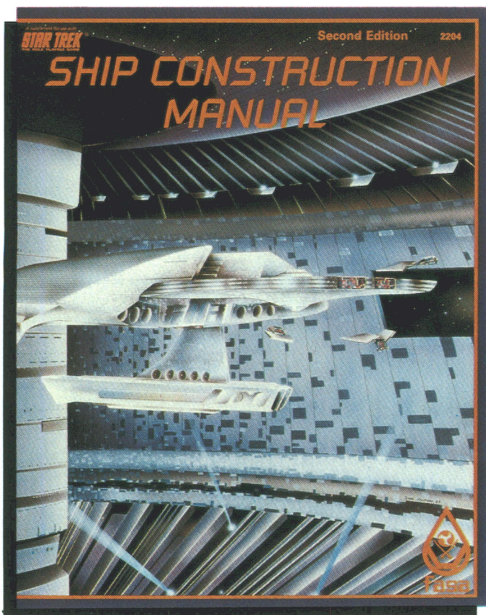
Trader Captains And Merchant Princes

This two-book rules supplement for **STAR TREK: The Role Playing Game** includes all the rules and charts needed for creating various traders, privateers, merchants, con-men, and rogues. A complete system for trading commodities, playing the stock market, procuring a bank loan, and maintaining a starship are all presented in an easy-to-understand format.

Book 1 contains comments and essays on the ups and downs of the merchant's life, written by those who live and work in the UFP. Book 2 includes all the information necessary for the gamemaster to play and run characters who need to know how to buy and sell merchandise, rent, lease, buy or steal a starship, find a cargo for hire, buy and sell on the black market, and many other possibilities.

Stock# 2203

ISBN# 0-931787-13-0

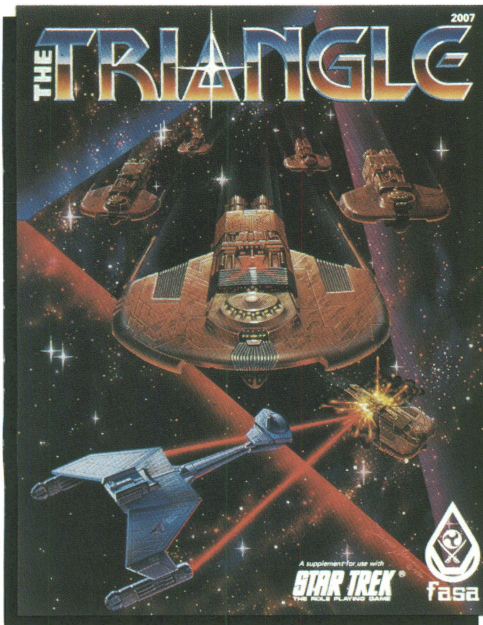


Ship Construction Manual (2nd Edition)

All data and tables necessary to construct a ship of Romulan, Klingon, Orion, Gorn, or Federation origin are provided in an easy-to-use format. This detailed and informative supplement allows players to build ships for use with the **Starship Combat Role Playing Game** or for the Basic Game. Included in the 80-page rulebook are tables for the various engines, weapons, shields, and computers that make up starships, essays on the design philosophy of the major races, and information on the cost availability and reliability of starship equipment.

Stock# 2204

ISBN# 0-931787-14-9



THE TRIANGLE

The Triangle, long known for its disregard for any law but its own, is the setting for this **STAR TREK** campaign. The Triangle is full of renegade Romulans and Klingons, pirate kings, black-market weapon dealers, and many other unsavory characters. Included in this set are a beautiful full-color map (17" x 22") that shows all the inhabited planets of the Triangle and all political boundaries of the major races and minor states, and a 96-page book containing information about the political, military, and economic goals of the three major powers bordering this neutral region of space. The largest part of the book is made up of 120 world logs of the inhabited planets of the Triangle and character sheets for some of the more important and interesting personalities who live and do business there. Also included are several maps and indices for easy reference and cross-indexing.

Stock# 2007

ISBN# 0-931787-07-6

The Triangle Campaign

For Gamemasters Only:

This 60-page book gives all the information to run a campaign in the Triangle. Four major plots are described, from an Orion pirate determined to take over all his family's worlds to tracking down the elusive Krador and his potent mind-control drug before the Klingons, Romulans, or Orions can grab him. Have your players interact with Luxury Apparel, an arms dealership run by a beautiful Romulan spy, or with BioResearch, a mega-corporation that loots whole worlds. Time lines, plot descriptions, detailed character sheets, library computer data, Newsfax bulletins, rumors, briefings from Star Fleet Intelligence... and more will make the Triangle come alive.

Stock# 2215

ISBN# 0-931787-25-4

PLAYING AIDS

Playing aids are used to add to the enjoyment of your games. None of the items are required to play, but each will certainly increase the enjoyment of your games.

Starship Combat Hex Grid

Contains five 22" x 33" starfield maps for use with **STAR TREK III Starship Combat Role Playing Game**.

Stock# 2801

ISBN# 0-931787-81-5

Tricorder/Sensors Interactive Display

This play aid allows players to use a tricorder for scans and scientific readings. The unit is a hand-held simulated tricorder with display windows.

Stock# 2803

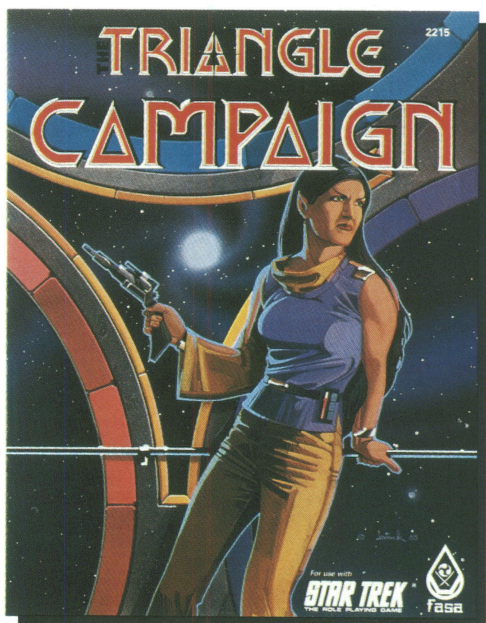
ISBN# 0-931787-83-1

Deck Plans

The deck plans of the infamous Klingon D-7 Battlecruiser are presented in 15mm scale. All rooms and decks are shown with descriptions.

Stock# 2102

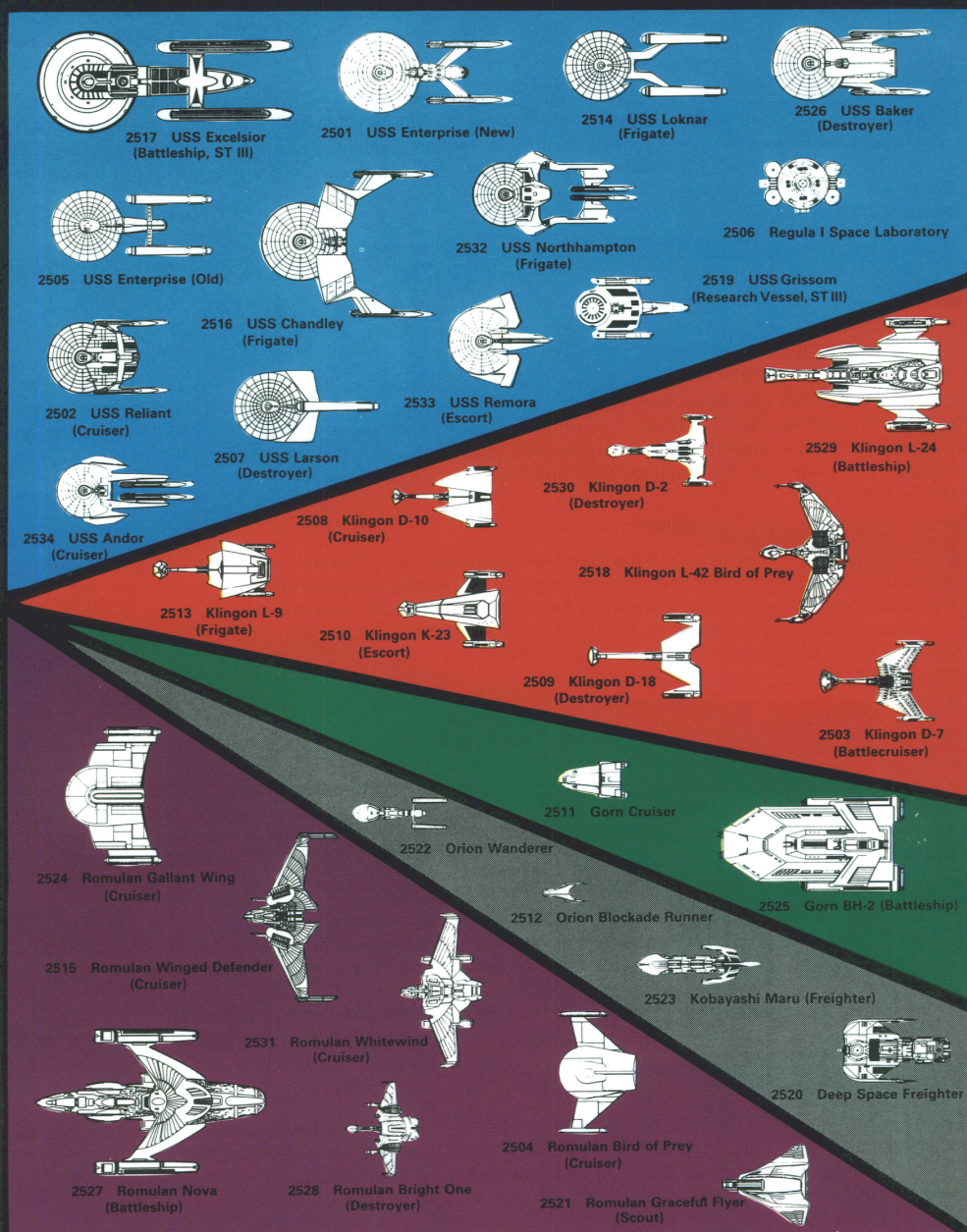
ISBN# 0-931787-40-8



STAR TREK MINIATURES

These beautifully-crafted starship miniatures are designed for use with the popular **STAR TREK III: Starship Combat Role Playing Game**. All models come in a constant 1/3900 scale (the *Enterprise* is approximately 3" long) and require assembly. Each model is cast in white-metal and comes with a clear plastic stand made to fit the starfield mapsheet included in the **Starship Combat Role Playing Game** and the **Starship Combat Hex Grids**.

Make your *Star Trek* games more enjoyable with starship miniatures from FASA. Paint and glue not included.



All drawings shown at 1/3 actual size.

To add to the excitement of your games, *Star Trek* adventures modules are available. These missions will send your characters to the far reaches of the frontier trying to solve the mysteries and puzzles facing *Star Fleet*. Each adventure contains all the maps, deck plans, and non-player characters needed to begin play.

Witness For The Defense

The crew of the *Enterprise* returns to Janus VI, scene of their adventure with the Horta, and finds tragedy. A young miner stands accused of murder and genocide. Will he be convicted by the swift justice of the final frontier or can Captain Kirk, Mr. Spock, and Dr. McCoy find evidence to clear him? And if they do, where is the real killer, and will he strike again, bringing disaster to the mining colony of Janus VI?

Stock# 2202

ISBN# 0-931787-12-2

Denial Of Destiny

The planet Aleriad, barred to *Star Fleet* and independent vessels, is a doomed world. Your mission: take a rescue fleet and save as many of the natives as you can. Simple? Not quite. The Alerians are religious fanatics and believe it is their destiny to remain on their world. To complicate matters, the Orions have been reported operating in the area. Aleriad's imminent collision with a cloud of debris doesn't allow you much time to perform your task.

Stock# 2205

ISBN# 0-931787-15-7

Termination: 1456

TERMINATION ORDER 1456:

Issued by Internal Security,
Imperial High Command

SUBJECT: Thought Admiral Krador zantai Rrilac

MISSION: End his command!

It is suspected that Admiral Krador, has been gathering forces to overthrow the Emperor. Under the direction of the Fourth Frontier Security Area Command, you and your crew will go to Muldor IV, penetrate Krador's stronghold, and take appropriate action against Krador and his senior officers. The mission is a vital one, and must be accomplished, even at the expense of your lives.

Stock# 2206

ISBN# 0-931787-16-5

Demand Of Honor

Although the Federation and the Gorn Alliance have concluded a treaty, a band of renegade Gorn ships have been raiding Federation shipping. This threatens to jeopardize the peace. Your destroyer has been dispatched to carry a Gorn Ambassador to meet with the renegades.

It seems like a normal mission, but the Ambassador brings aboard with him a squad of 'bodyguards'. Your Security Chief senses that something isn't quite right...

Stock# 2207

ISBN# 0-931787-17-3

The Orion Ruse

The Captain of the *Eridani Star* was not a happy man. He'd just received permission to open trade talks with the Orion-settled world of Daros IV.

'Unfortunately', thought the Captain, 'there is a fly in the ointment - several flies, in fact, and they wear *Star Fleet* uniforms.' A Federation merchant ship had disappeared near the Daros system, and someone in Intelligence was convinced that the *Eridani Star* would make an excellent spy ship.

Stock# 2208

ISBN# 0-931787-18-1

Margin Of Profit

"Our sweetheart stock deal with TriMark won't be worth lizard lips if we can't stop whoever has been hijacking the dilithium shipments. If the shipment next week is hit, our profits will drop to nothing and we'll lose the *Two Brothers*. We'll have to take matters into our own hands if we want to keep our ship!

"Hmmm...I wonder if that Orion 'trader' named Akalzed knows something about this..."

Stock# 2209

ISBN# 0-931787-19-X

The Outcasts

Greetings, old comrade!

I trust that this message finds you well. It has been a long time since we were in contact, and so it is difficult to ask a favor. What I ask I cannot explain, but much depends on this.

You will be contacted by a Vulcan named Salak, who is on a mission of utmost secrecy dealing with a renegade Romulan. I urge you to aid him with his mission, though you will have no official sanction.

Do not attempt to contact me. I cannot respond, and would be forced to deny all.

Stock# 2210

ISBN# 0-931787-20-3

Sonam

A Matter of Priorities

As newly-promoted Commander of the refitted *IKV Malevolent* patrolling near the infamous Triangle Zone, opportunities for quick advancement and promotion would arrive as a matter of course. Although the crew has different opinions about the current power struggle in the politics and policies of the Klingon Empire, they all work well together.

Then came the order from Fleet Command to perform a security inspection on the secret intelligence base on Valtor III located in the Klingon/Romulan Disputed Area. Captain's Discretion allowed.

Captain's Discretion: the chance to live or die by one's own actions. No one said that success in the Klingon Empire was easy.

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ISBN# 0-931787-21-1

A Doomsday Like Any Other

Answering distress calls from planets whose inhabitants believe they are doomed to destruction had become almost routine for the patrolling ships of Star Fleet. That's what the crew of the *USS Exeter* thought when they received a call for help from the planet Extair. It told of a huge artifact travelling toward their system that had already destroyed one whole planet. Nothing so preposterous had ever happened before, unless you count the story of the Doomsday Device found by the old *Enterprise* on its five-year exploration mission. How could there be more than one?

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The Mines of Selka

We were on the verge of cracking an Orion smuggling and pirate ring when Star Fleet called in our ship, and assigned us to another case. Just when things were falling into place, the blunderheads in command come in and screw things up. Now we have to go and investigate ship disappearances in the Selka system. Who knows where this will lead?

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Graduation Exercise

This is it — the last test before Academy graduation and commissioning as an officer assigned to a fighting starship. If only the Master of Cadets did not have a grin on his face that was even more wicked than usual. But this time you are ready, and even have a few things hidden with your kit to make sure that one way or another you will pass this test and become an officer in the Imperial Klingon Navy.

Stock# 2216

ISBN# 0-931787-03-3

Where Has All The Glory Gone?

It started as a routine patrol for the crew of the Chandley class *USS Niwen*. For weeks, the vessel had been picking up only normal subspace radio traffic along the patrol route near the Romulan Neutral Zone. Then came the distress signal from within the zone. Help was needed because the senders said that they had less than 24 hours remaining in their life-support system. If the *Niwen* pushed its limits of warp speed, they might make it in time — maybe.

Stock# 2217

ISBN# 0-931787-76-9

Return to Axanar

The crew of the Baker Class *USS Cooper* was ready for some R & R at Starbase 23. Even the ship needed some work after the long patrol. The Captain knew that there would be trouble when his old rival, now a base commander, ordered his ship to travel to the Klingon Neutral Zone and transport some scientists to Axanar. The trip would take months in travel time alone. And who knows what else could happen on the way?

This adventure module also includes a separate book that details The Four Years War between the Federation and the Klingon Empire. Essays by Federation experts on Axanar, the major battles, and the political, social, and economic factors are included.

Stock# 2218

ISBN# 0-931787-78-5

Decision at Midnight

Captain Barbara Vellacora was one of the youngest women ever to be promoted to the command of a Star Fleet military starship. No one realized that her obsession with the exploits of Garth of Izar and the current political tensions along the Klingon border could combine into an incident that might lead to mutiny or even war.

Stock# 2219

ISBN# 0-931787-29-7

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Chicago, IL 60680**

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